

ASTROBLITZ



by Tom Griner

As captain of a fast-moving rocket plane, your mission is to make the planet safe by destroying all dangerous objects on its surface and in its atmosphere. Score as many points

as possible by shooting down Spinners, Saucers, Seekers and Radar dishes. Navigate your ship carefully to avoid being hit by enemy fire and strange alien objects!

CONTROLS (Requires Joystick in Port 1)

FUNCTION:	Face Left	Face Right	Move Up	Move Down	Shoot
JOYSTICK:	LEFT	RIGHT	UP	DOWN	BUTTON

SCORING

ENEMY OBJECT	DESCRIPTION	POINTS
Radar Dish	Moving Radar Dish on Planet Surface	250
Saucer	Saucer with Spinning Windows	150
Spinner	Hovering, Spinning Spiked Ball	100
Seeker	Moving, Spinning Blades	30
Volcano	Spewing Volcano on Planet Surface	0
Building	Building on Planet Surface	0

HOW TO PLAY

Turn the computer off, insert the Astroblitz cartridge firmly into the slot, then turn the computer on. Plug your joystick into Port 1.

The FIRE button starts the game from "demo" mode. You start the game with four rockets. Fly your rocket along the planet, shooting the Radar Dishes, Saucers, Spinners and Seekers without being hit by any of these enemies or by the spewing volcano. The buildings are

friendly and can be saved for bonus points at the end of the round, but if you hit one you'll destroy it. If a Saucer touches a building, the building becomes a Radar Dish. Once you destroy all the enemy objects, you advance to the next round and receive bonus points for all remaining buildings. Free ships are awarded every 10,000 points.

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